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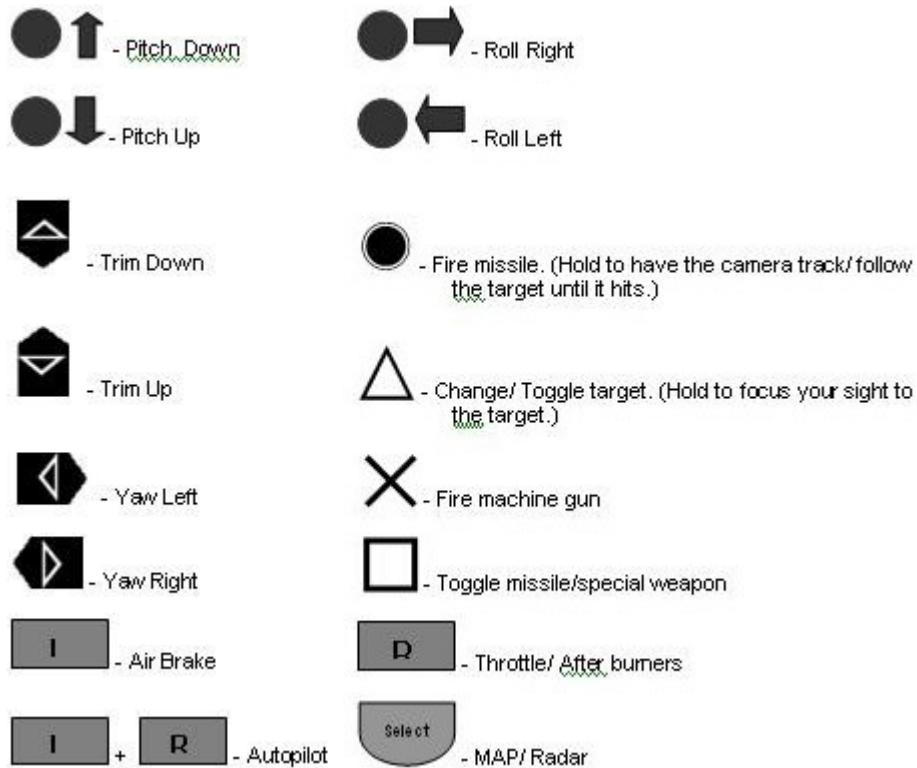
Shortest Campaign Route: M1, M2, M3/4, M5A/B, M6, M7/8, M11, M12A, M13/14, M15, M16, M17, M18, M20, M21A (15 Missions total)

Longest Campaign Route:

M1, M2, M3/4, M5A/B, M6, M7/8, M9/10, M11, M12A, M13, M14, M15, M16, M17, M18, M19, M20, M21A (18 Missions total)

QUICKSTART

Controls



Offensive and Defensive Maneuvers

This will cover air fights only since ground targets are always easy to destroy. In dogfighting, maneuverability is always the best weapon against any enemy you face. You will always need to anticipate the enemy's move and use it against him. We have several ways of getting into firing position.

Disclaimer: The names of the techniques here made up of the author. This is by no means to rip them from officially existing air combat maneuvers practiced by professional airmen.

Lock-on Six



The blue triangle is your plane. The dotted line is your line of fire and the white block arrow is the direction of approach. The red triangle obviously is the enemy. The X is where your missiles are intended to hit.

How to perform: This is basically the easiest firing position to acquire. Just get to your target's six and hit your afterburners, get into firing range. Release the missiles once you get a "clean" lock-on. Though this maneuver is simple and effective against steady targets such as transports, you won't be able to use this often against more agile and faster targets.

Arrow Head Approach



This is a bit risky since there's always a chance that the enemy will hit you as well. But the odds of destroying the target is higher, almost perfectly if timed correctly.

How to perform: Once you see incoming bogeys on radar, approach them from their direct 12 o'clock. Hit your afterburners to approach them faster, and once you get a lock, fire your missiles and immediately get out of the way. It doesn't matter which direction, as long as you can get out of your enemy's line of fire. Release it too soon and the enemy will be able to evade it. Release it too late will either let you missiles pass through the enemy or you'll eat his missiles.

Reversal

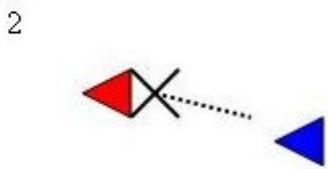
This requires a bit of timing and a more maneuverable plane. In this move, the quicker and easier your plane turns, the more successful you will be in getting to the enemies' backs. This move will enable you to avoid the missiles or get out of the enemy's sight and then outmaneuver him to immediately get into his six.



How to perform: Once you see a bogey on your six or you just have a lock warning, hit your afterburners for a good 2-3 seconds then immediately hit the airbrakes while tilting your plane up. This will make the plane flip over and the bogey will pass by you. Try not to hit the brakes for too long or too hard or your plane will stall, ruining the opportunity. After flipping 90-180 degrees, quickly hit your afterburners to recover and attack the target from behind.

Pullstring

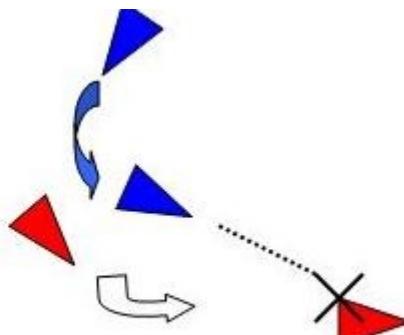
This move is another risky one but if you pulled this off, then you can have an easy kill yourself. This should not be used as one of your main attack stunts but rather as one of your hidden counter-maneuver if the enemy is trying to shack you.



How to perform: When an enemy is chasing you and trying to get a lock on you, let him follow you. Once you have full speed, roll to your side a bit, hit the airbrakes hard. If done correctly, the enemy will fly past you and will give you an instant lock-on at his six, at close range. Immediately fire your missiles or the target will be out of your firing range.

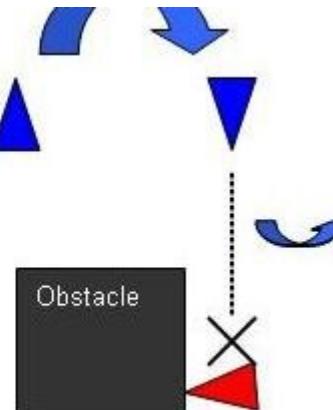
Aircut

This is another tricky but effective move. You may use this often against those pesky enemies that loves to dodge your missiles and keeps on hanging on their tails.



How to perform: When targeting an enemy, avoid flying too closely. Wait until he is about to turn, then quickly turn to the direction he'll be turning. Immediately boost your way to that direction and you will be able to stick close to his tail, enough for the missiles to hit him without any chance of evading. The logic of this move is to cut through a "shortcut" directly intercept his turn. If you have played racing games, you should have used this move several times already.

Dive Bombing



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This move is essential for those ground targets that are well covered by obstacles such as buildings, cliffs, valleys, fortifications, etc. Normally they won't be in your missile's line of fire. This maneuver will allow you to get in top of the target and get a clean shot overhead.

How to perform: Acquire your target. Ascend to a suitable height (which will depend on the elevation of the target, normally +2000-3000ft above your original position) then hit the airbrakes and turn the plane noseward to the ground. **Do not accelerate while on this position!** Once you get your target, release your missiles/bombs and gently maneuver the plane back in a 90 ° angle and fly away.

Targeting

Shooting down your enemies before they shoot you is the main concept of battle. As discussed above, maintaining a good aim amidst those gut-wrenching maneuvers will be quite a challenge. This not only applies to fast moving targets but for well defended targets as well.

“Clean” Lock-ons

This term is used for sure-hit shots. You will need clean lockons to destroy barricaded enemies, usually ground targets that are hiding in tight, confined spaces such as behind/between buildings, tunnels, mountain ridges and other obstacles.



Even if you have a “GO” (red lock) or “Shoot!” (95% chance to hit) message in your hud, if there are obstacles along the way, you won't be able to hit the target. You'll need to find a clean firing path for your missiles to shack the target. Missiles have an effective range of 1300ft and can hit when fired to the enemy's 5-7 o'clock. For ground targets, as long as you have a clean shot, they will hit for sure.

Using guns

Once you get the target inside the targeting circle, the reticule or the smaller circle will automatically get into firing position. Unlike in the PS2 versions of the game, where you need to manually align the targeting circle and the reticule.



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Don't rely entirely on missiles. A true pilot knows how to use all his weapons efficiently. At very close range (400-800ft), machine gun fire is more reliable and deadlier than missiles. This is also your only means of survival if you have used all your conventional missiles and SP weapons. Using your gun while firing your missiles can also kill larger, tougher targets quicker. In normal and easy modes, machine gun ammo is unlimited while in hard they just come in limited quantities.

Using Bombs

Dropping bombs against ground targets can be a bit daunting for beginners. Here, aside from targeting, you will need to control your speed, drop angle and even the position of the plane. Bombs can't be dropped while your plane is turned upside down.

There are two main types of bombs. It could be GUIDED or UNGUIDED. Guided bombs pretty much work the same way missiles do. Once you acquire the target, release the bomb and it will glide itself towards the target. They are very accurate but most of the time, they explode in an isolated but concentrated area.



Unguided bombs are the ones that you need to drop manually. Usually, they pack more firepower and area of damage compared to guided bombs. They require proper timing, speed and angle to hit their targets. It will be waste to use them against single targets, so they are effectively used against tightly packed and dense enemy positions. The best examples for this type of bombs are the Unguided Bomb Large (UGBL) and the Fuel Air Explosive Bomb (FAEB).

Their targeting guide is not that hard. The example above is a guided penetration bomb but UGBLs and FAEBs use the same targeting system as well. Concentrate your target inside the circle. Remember that the closer the intended target is to the center of targeting circle, the greater damage it will receive.

Some bombs have different targeting systems just like the bomblet dispenser. Instead of dropping single, large bombs, it scatters smaller bomblets that have a wider damage area. You just need to familiarize yourself with all kinds of ordnance so that you can effectively use them in battle.

ETS (Electronic Targeting System)

This system is an integral part of every plane. It provides you assistance on targeting the enemies effectively. If you notice, when you're changing weapons, the reticle and crosshair changes, depending on the weapon. For weapons with MULTI-LOCK attribute, this system will help you to lock onto multiple targets, at an appropriate distance. There are also parts that will allow you to lock-on up to two targets at once. This is always active in the game, which will only be unavailable due to jamming.

Taking off, Landing and Refueling

When you get deployed, you will need to fly that bird and bring it home back. Taking off is a pretty simple process. Once you get the clearance of your flight controller, accelerate until you get a speed of at least 300Mph. Tip your nose upwards and the plane will rise. Easy, huh?



When landing on an airstrip, maintain your current speed. Once you're about one mile from touching down, hold the airbrake gently. Don't brake hard or you'll crash. Now, slowly approach the airstrip while lowering your plane. Make sure that your plane's nose is not pointing sharply down. You should have at least an 80° angle.



Refueling requires a bit of patience and practice. You need to stabilize the plane while approaching the tanker. You just need to use your D-pad to control the yaw and trim of the plane. Don't press too hard or you'll go out of direction. Same thing with airbraking. Too much drag will drop you below the straight line. Once you get into position, hold your position and the rest will be done automatically.

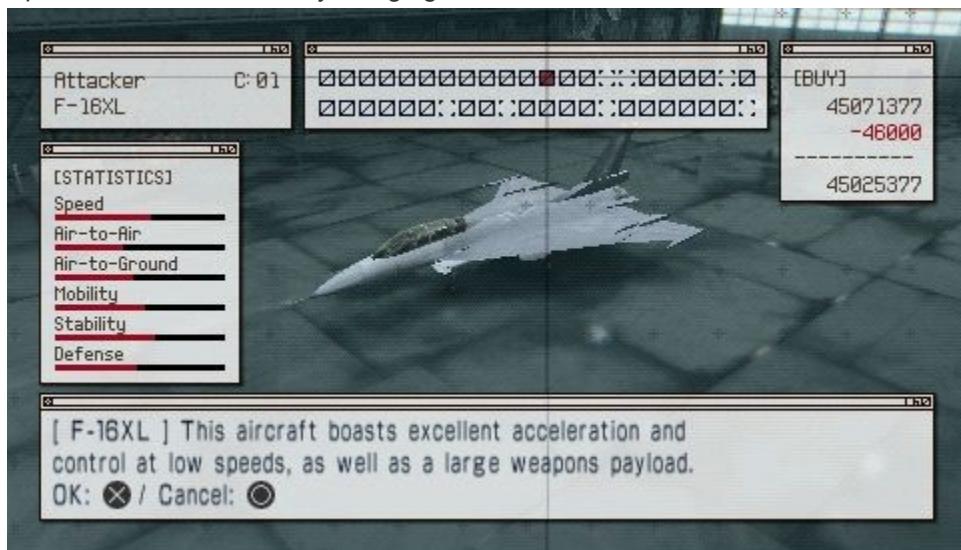


Plane Types

There are three major groups of planes. Each of them is classified according to their performance, ordinance and the types of missions they are best suited. Choosing what plane to bring for a mission will determine your survival when deployed.

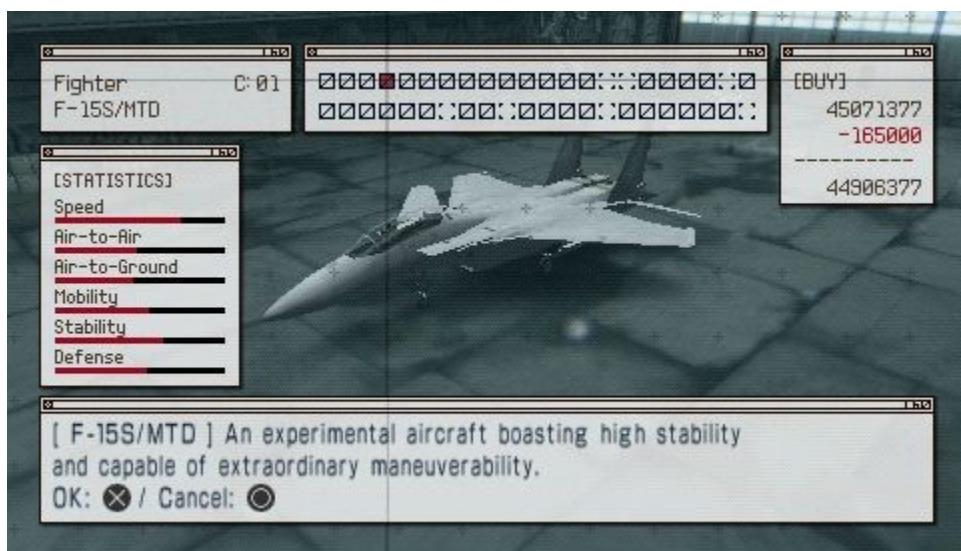
Attackers

These aircraft are bombing specialist and ground target killers. They excel in flying at subsonic speeds while "hugging the deck" or flying low. They have exceptional stability, enabling them to fly at low speeds without stalling. They have heavy armors that make them sturdy enough to take considerable damage. Their weakness however, is their stiff maneuverability. It will be hard to avoid enemy missiles just by evading it. Newer bombers have enhanced speed and maneuverability, bringing them closer to multiroles.



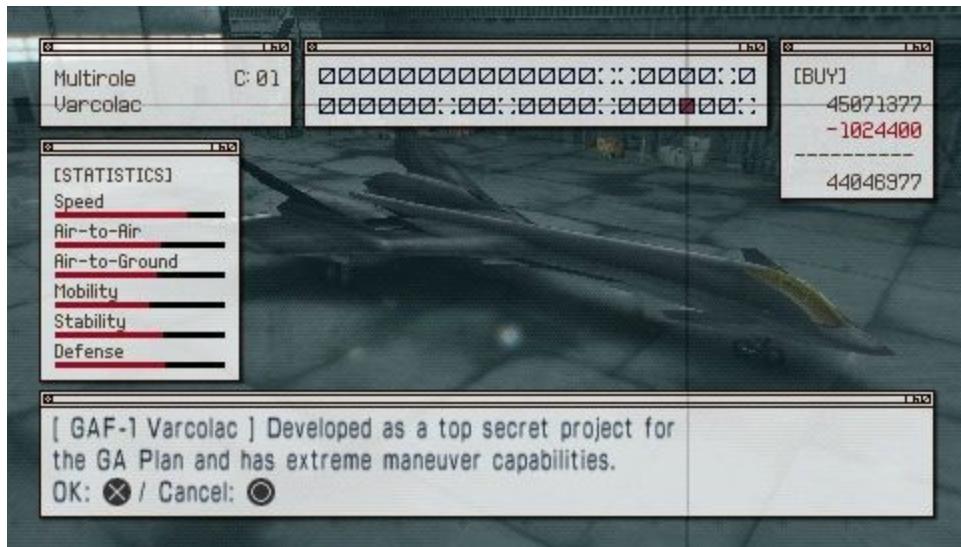
Fighters

Aircrafts built for engaging enemy fighters and air targets. They are agile, quick and deadly. They are also deployed to escort transports and bombers, defend bases and even protect the fleet. They are capable of turning sharply at very high speeds as well. The weaknesses of fighters include lesser armor to make the plane lighter but making it more vulnerable against enemy fire. Their high mobility puts them into disadvantage when attacking ground targets as their sensitivity can make the plane wobbly and crash; not to mention that they'll stall quickly as well.



Multiroles

These aircrafts are the hybrid or the cross between fighters and attackers. Their main strength lies in their all-around attributes and capability of being deployed on any mission. They have the strength, speed and agility of fighters and the toughness and stability of attackers. Multiroles are even better since the weaknesses of the other two fighter types are usually covered by the other.



Experimental Planes

These planes are advanced machines with enhanced stats and weapons sets. Like any other planes in the game, you can freely tune them with the parts you've unlocked. Some of the unique weapons can only be added to your database are exclusive to certain experimental planes.



General Tips

- Free mission is readily available even if you're going through the campaign for the first time. If you want to farm cash to buy the weapon, part or aircraft you like, you can just keep repeating a mission until you saved enough credits. Take note that only the unlocked missions will be available for Free Mission.
- Unlocked parts are shared amongst your aircraft; you just need to tune them from the hangar menu. Parts are aircraft specific so some of them can only be installed on certain aircraft.

- Unlock more alternate colors and secondary weapons by using the same aircraft over and over again.
- Make it a habit to install the best parts available to the plane you're using before sortieing out. This will greatly affect your plane's performance for the entire mission(s).
- The game will allow you to sell an aircraft and return you its full price, including the whole price of the special weapons you bought with it. The unlocked special weapons will remain unlocked for that aircraft though you need to purchase them all as well. Unlocked colors for that aircraft will remain unlocked so there's really no disadvantage on selling old planes for you to afford the new, high-spec ones.

WALKTHROUGH

Mission 01: Steel Axe

Nov 13/ 13:00H/ Midway Island

Notes: Anti-Air, 4 Players

The only plane available now is the F-4E. Select the default standard and special weapon loadout.

This is just a drill so take time to accustom yourself to the controls, if you're a new Ace Combat player. For veterans of any of the previous games, you'll just need a few minutes to refresh yourself with the controls. For this phase, you just need to shoot down the targets as necessary.

Named Plane: X-45 Watercress spawns with last wave of non-TGT F-4Es near the end of Phase 1.



After shooting down all the UAVs, real enemies will appear so prioritize taking down the marked targets. If you're confident enough and you have the chance, try to bag some extra bogeys for some extra points. You can actually destroy some of the fleeing aircrafts at the start of this phase if you have XMAAs. After destroying the first handful of targets, a couple more will appear. Take them out to complete the mission.

- *F6-F5 Hellcat added to hangar (normal, 2nd playthrough)*
- *Wing Part: Thornback Fin (normal, 2nd playthrough)*
- *New weapon added for deployed aircraft*
- *Emblems 021 and 061 acquired*

Mission 02: Bird Hunt

Nov 15/ 11:00H/ Tokyo

Notes: Anti-Air, 4 Players

Approach the Spiridus and destroy all its AA emplacements. Next, wait for a seconds for the rear heat vent to become marked as target then shoot it. Do this three times to proceed to Phase 2.



Sweep out the remaining enemy fighters to complete this phase. You might also want to chase the retreating aerial base and take out its remaining guns as well for some extra points.

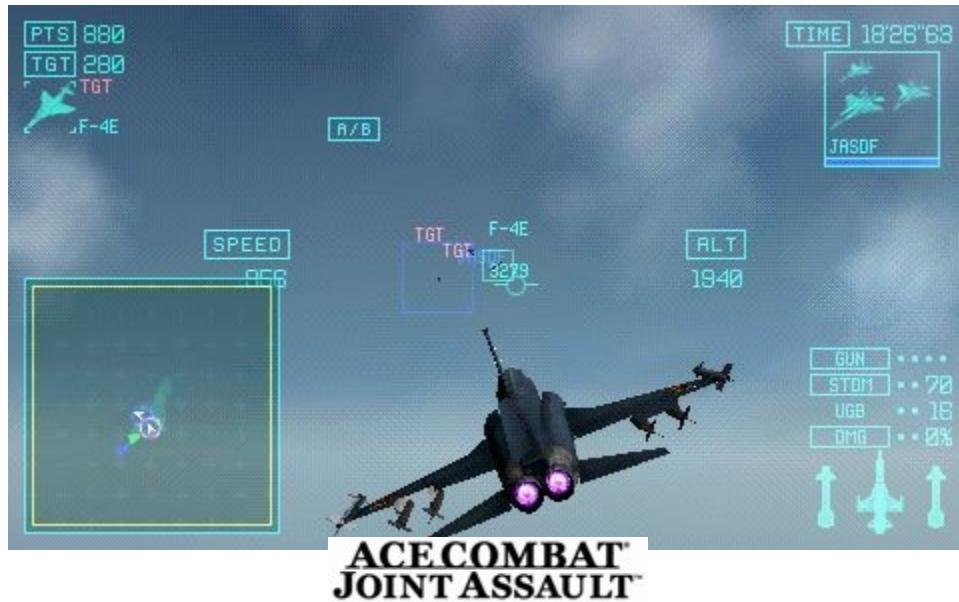
Named Plane: X-29 Katana spawns with a group of TGT F-4Es at the beginning of this phase. If he doesn't show, then you may have to wait for your second playthrough.

- F-5E added to hangar
- F-1 added to hangar (normal, 2nd playthrough)
- Armor Part: RAM Coat
- New weapon and coloring no.2 added for deployed aircraft
- Emblem 062 acquired

Mission 03: Red and Black - Alpha

Nov 29/ 15:00H/ Izu Islands

Notes: Anti-Air Defense, Relay Mission, Individual Attack, 2 Players



You should have enough funds to get the new F-5E. Even if its SP weapon won't be much help here, you will need its agility, handling and other increased stats. But if you want to hold on to your funds a bit longer, then the F-4E will do just fine here too.

You need to defeat the enemy forces as fast as possible to avoid any JSDF casualty. Destroying all marked targets will complete this phase. More enemy fighters will appear afterward. Get rid of them to complete the mission.

Named Plane: F-16C Osaka can be seen flying eastward at the lower half of the map in the beginning of this phase. If he does not show, then you may have to wait for your second playthrough.

- MiG-21-93 added to the hangar
- Avionics Part: Hawk Eye
- Emblem 063

Tip: This mission is one of the best place to earn easy cash early on. This mission is pretty easy to S-rank and it can be finished in a few minutes. Keep repeating free missions here if you need cash to buy new aircraft or special weapons early on.

Mission 04 Red and Black Bravo

Nov 29/ 1500H/ Boso Peninsula

Notes: Anti-ground defense

For the first phase of the mission, just fly a straight line and eliminate the ground targets along the way. After destroying all targets, the second phase of the mission will start.

Named Plane: MIR-2000D Onyx appears at the start of the second phase, coming in solo from the northeast corner of the map



Enemy battleships will appear off the coast. Destroy all of them to complete the mission.

- A6E unlocked
- Emblems 028 and 064 acquired
- Armor parts: Titanium Armor (hard, 2nd playthrough)

Mission 05A: Capital Defense (Solo)

Dec 01/ 12:00H/ Tokyo

Notes: Anti-Air, Single Mission, 4 Players

Start by destroying all the enemies you encounter as you make your way towards the target. You need to take out the AA guns of the large airship, as well as the occasional fighter reinforcements that will appear. After destroying the first set of AA guns, the ship will deploy flak guns. These guns need at least two missiles to be destroyed. After destroying the second set, a third set of AA guns will appear. This is the time that the Rigel Squadron will desert and leave you alone to deal with the massive weapon.



Finally, the two engines of the ship will be marked. However, you'll still need to defend yourself against two newly deployed SAMs. After destroying the first two SAMs, proceed on attacking the engines. Take note that SAMs will respawn on both wings (one at a time) so make sure you deal with them first then maintain in gun range so you can still fire your gatling gun and damage the engine while your missiles reload.

Named Plane: Mig 21-93 Balalaika flies in at the lower half of the map after destroying the 3rd batch of Spiridus's armaments.

- Special Reward from Supporter: 5000
- Aircraft Tuning now available
- Wing parts: Air Gripper, Extra Ladder, Extra Airbrake unlocked
- Armor parts: Beatle Armor unlocked
- Avionics parts: Raven unlocked
- F-16C, TND-IDS added to hangar
- Emblems 004, 042 and 065 acquired
- Mir-2000D unlocked (hard, 2nd playthrough)
- Avionics Part: Tracer (hard, 2nd playthrough)

Mission 05B: Capital Defense (multiplayer)

Dec 01 / 12:00H/ Tokyo

Notes: Anti-Air, Single Mission, 4 Players

In this one, the encounter with the Spiridus will be a bit more difficult. After destroying the third set of AA guns, a 4th set appears alongside some FCUs. You have to wreck these before the engines actually show. The aerial base seems to be more agile than it was on 5A too, so better timing is needed for missile shots. The dialogue between the Rigel Squadron members and the Valahia dude will be a bit different as well.



Named Unit: AH64 Jolly spawns near the middle of the map after destroying the 4th set of Spiridus's armaments (the group that include the FCUs).

- Special Reward from Supporter: 5000
- Aircraft Tuning now available
- Wing parts: Air Gripper, Extra Ladder, Extra Airbrake unlocked
- Armor parts: Beetle Armor unlocked
- Avionics parts: Raven unlocked
- F-16C, TND-IDS added to hangar
- Mirage 2000D added to hangar (normal, 2nd playthrough)
- Emblems 004, 042 and 065 acquired

Mission 6: Desert Dawn

Jan 04 / 07:00H /Egypt

Notes: Anti-Ground, Single Mission, 4 Players

Both the F-16C and TND-IDS are suitable for this mission. If you are on a budget and still want a decent plane, buy the F-16C. The only thing unappealing about the F-16C is its default secondary weapon (RCL). If you have enough cash, you may want to get the TND for its BDSP – a more accurate anti-ground weapon. F-16C acquires a much better LAGM (long-range, air-to-ground missile) but after completing several missions with it (campaign or free play) Either plane is fine; don't forget to tune them up using the parts you won from the last mission.



JOINT ASSAULT

Take out the enemy ground units along the road and in the next camp. Remember to take out the SAMs first then clear the area. Proceed to the next enemy encampment surrounding the pyramids. Finally, the final set of targets will appear. Take out the attack helis since they can fire missiles as well. Clear out the defenses on each silo entrance and destroy them both to end the mission.

Named Plane: AV-88 Sphinx will appear after destroying all the attack helicopters that will spawn once the silos are marked.

- F/A-18E added
- F-16XL added to hangar (normal, 2nd playthrough)
- Engine part: Turbo Engine acquired
- Wing Part: Extra Canard (hard, 2nd playthrough)
- Emblems 043 and 067 added

Mission 07: Safe Recovery – Alpha

Jan 26/ 12:00H/ Middle East Oil Fields

Notes: Relay Mission, Individual Attack, Anti-Air, Target Escort, 2 Players

You need to bring a plane here with high-maneuverability and speed. You can stick with the F-16C or keep repeating free missions (like mission 3) to buy the F/A-18E Super Hornet and keep using it on missions until you unlock another secondary weapon for it that's not a bomb.

Enemy fighters will appear and attempt to shoot down Paper Wasp. You need to kill them fast enough so you can harass them and prevent them from targeting the transport chopper. Enemy fighters will continue to appear until the helicopter passes the line. In the next phase, you just need to clear the marked ground targets as well as taking out some enemy aircraft.



Named Unit: Zircon (Fuel Car) appears as a lone white dot to the northwest as soon as phase 2 starts

You need to escort the helicopter again by warding off enemy planes and destroying some SAMs on the ground. When engaging enemy fighters, avoid pursuing one too far as it might be luring you out. Most of these enemy fighters can be taken down by “arrowhead” approach where you'll fly towards them head on, then release your missiles once you get a lock. You can usually take out one easily and you can get into firing position as you turn. Just make sure that the helicopter makes it back in one piece. Allied ground forces will appear near the mission line when you're near so do your best protecting the helicopter.

- SU-27 unlocked
- Avionics part unlocked: Terra Hammer
- Emblems 044 and 068 unlocked

Mission 08: Safe Recovery Bravo

Jan 26/ 1200H/ City Area

Notes: Relay Mission, Individual Attack, 2 players, Anti-Air, Target Escort

Start by destroying all AA defenses along the way and rush to the VIP's vehicle. Kill the enemies surrounding it then deal with the reinforcements that will appear. After securing the area, the rescue chopper, Paper Wasp will be arriving. Deal with the fighters that pursuing him. Keep destroying all AA defenses that will appear as the VIP is extracted and the rescue chopper exits the airspace.



Named Plane: U2 Hengel - Appears in the upper half of the map as soon as Phase 2 starts.

For the next phase, more enemy fighters will appear. Take them all out to complete the mission.

- *Emblems 043 and 069 acquired.*
- *Engine Part: Hayabusa Engine (2nd playthrough)*

Mission 09 Spotlight Alpha

Feb 21/ 1400H/ Turkey Channel

Notes: Relay Mission, Individual Attack, 2 Players, Anti-Ground, Long Range attack

Start by destroying the power stations. As you make your way to the other stations, support fire from the superweapon will rain down on you. Make sure that you avoid flying in the altitude range as advised by your operator. The trick here is to keep ascending until the warning alarms stop blaring. Keep doing your bombing runs while regularly checking your altitude to avoid severe damage.



Named Plane: C-5 Gizmo – This guy appears as a lone target in the upper east of the map, as soon as support fire from enemy superweapon is activated.

As soon as you clear the initial set of targets, enemy reinforcements will start to pour in from the northeast. Get rid of them as well. Continue getting rid of the power stations while watching your altitude.

- *MiG-29A added, X-29A added*
- *Armor Part: Ceramic Armor*
- *Emblem 070 acquired*

Mission 10 Spotlight Bravo

Feb 21/ 1400H/ Turkey Mountains

Notes: Anti-ground, Electronic interference

This will primarily be an anti-ground mission, but do consider taking a plane with decent anti-air capabilities.

Your radar will be offline for the most part of this phase so missile lock-ons will be absent. You can still use missiles to destroy the substations if aim it right, but you're better off sticking to guns at the moment. Smash all the substations (they're the blueish buildings on the mountain). Avoid wandering into the big red circle on the map; SAMs will take you out in a matter of seconds if you do.

With all substations gone, three artillery cannons will appear near the "danger zone". These look like long black sticks and doesn't blend very well with the mountain, so they should be easy enough to spot. Ground forces will move to disable the jamming station when the artillery are neutralized.

Named Plane: SR-71 Buzzword is mixed in with a group of other planes lurking around the base after ground forces destroy the jamming station.

For the next phase, you can now go wreck the enemy base. Your radar is back online too, making missiles reliable again. Take out the defenses for extra points before destroying the MORA jammers to complete the mission.

- *AJS-37 added to hangar*
- *F-2A added to hangar (normal, 1st playthrough)*
- *Emblem 071 acquired*

Mission 11: Raging Sea

Mar 11/ 1300H/ Adriatic Sea

Notes: Single Mission, 4 players, Anti-Air, Anti-Ship

For first timers, the SU-27 Flanker will be the recommended plane here - thanks to its amazing agility and mobility. It will make your aerial battles a bit easier. As for the enemy ships, you can just take them out using conventional missiles. You also have the option to take the Flanker for one or two Free Missions to unlock its HACM (High Accuracy Missile) or its LGWM (Lightweight Missile). The first one is perfect for taking out enemy aircraft at close range or in tight dogfights. The latter is a good secondary weapon due to the sheer number of ammo you can carry. You can skip the refueling sequence before mission.

During the first phase, take out a few enemy fighters and you'll eventually face the former Rigel squadron members. You'll have a fighting chance if you're using an SU-27 with HACM but if your plane/ payload is anything less, you just need to survive their attacks and they'll leave the battlefield soon enough.

In this portion of the mission, you'll need to fight a submarine. Here you'll need to deal with thermobaric missiles which causes a massive explosion at low altitudes. Make sure to keep your altitude above 1000F to avoid getting damaged. The sub will submerge after releasing its missile so you have a few seconds of opening to attack it. Make sure to deal with the enemy fighters first and any other nuisance to make it easier for you.

Named Unit: Kraken (Icebreaker) approach the port (lone white dots to the northeast) to find this ship docked.



- F-14D added to hangar
- Armor Part: Scale Armor unlocked
- Engine Part: Turbo RAMJet Engine (Hard, 2nd Playthrough)
- Emblems 030, 045 and 072 added

Mission 12A: Nightwatch (Solo)

Mar 21/ 2000H/ London

Notes: Single Mission, 4 Players, Anti-Air

It's worth sticking with the Flanker for now since the newly unlocked F-14D has lesser missiles and SP weapons. Besides, the Flanker has a considerable number HACM which can be pretty helpful in this anti-air mission.

You need to destroy the electrolasers marked as targets before they fire. The Spiridus' AA guns will respawn automatically so don't bother destroying them all. Just prioritize hitting the lasers to prevent too much damage. There will be occasional jamming as well that will disrupt your targeting system and any released missiles' tracking ability. Destroying all the marked lasers will end this phase. Try to fly a few feet behind and below the wings to get a good view of the targets before firing missiles.

Named Unit: Gunboat Offside is patrolling under a bridge at the center of the city.

The Spiridus will then start deploying a laser that will track and cause high damage if it catches you. To avoid getting hit, fly below the ship's level since the laser can only track targets above or within the same level. Take note that destroying the FCUs will also destroy the nearby AA weapons so make sure to target it first. Make it a habit to switch to your SP weapon after firing two standard missiles so you can release four missiles in quick succession, making it easier for you to destroy any hard target.



Spiridus will then attempt to fly vertically and deploy its tracking laser in an attempt to shoot you down. Just stay away from the laser's range then target the FCUs to destroy the AA weapons quickly. Finally, the ship will deploy its last remaining AA weapons that you must shoot down individually. SAMs must go first, then Flak guns and AA guns. The main laser will be marked as the main target. You'll need to make some hit-and-run attacks to damage it and avoid getting shot down.

- Special reward from supporter: 10,000
- Typhoon, RAFALE M added to Hangar
- Gripen C added to hangar (hard, 2nd playthrough)
- Armor Part: Anti-Ground Armor (hard, 2nd playthrough)
- Emblem 073 added

Mission 12B: Nightwatch (Multiplayer)

Mar 21/ 2000H/ London

Notes: Single Mission, 4 Players, Anti-Air

The first phase of the mission is the same as 12A except there won't be any jamming at the beginning. For phase 2, the Spiridus gets an additional armament -- IRCMs which deflect missiles that come in contact with the electromagnetic burst. It also causes minor damage when your plane gets too close.



Your best bet here is to just use your guns to smoke the fire control units (FCUs), as this also destroys all defensive weaponry in its immediate vicinity. The IRCMs don't all fire at the same time though, so you can still use missiles to aim at targets clear of any electromagnetic charge. Once the laser has laser gets toast, the third phase begins.

This shouldn't be too hard. Just spam missiles at the heat vent (about 8 shots from standard missiles) until it is destroyed to complete the mission.

Named Unit: F-15E Mr. 8 spawns a few thousand feet above Spiridus at the beginning of Phase 2, but only becomes targetable after destroying the first batch of the aerial base's FCUs.

- Special reward from supporter: 10,000
- Typhoon, RAFALE M added to Hangar
- Gripen C added to hangar (hard, 2nd playthrough)
- Emblem 073 added

Mission 13: Cyclops Slayer

Apr 2/ 1500H/ Serbia

Notes: Individual attack, Relay Mission, 2 Players, Anti-Ground, Long-range attack

The next mission will pit you against the enemy aces so even if this mission says its anti-ground, bring a good fighter (SU-27, Typhoon) and just carry an anti-ground secondary weapon.

You need to avoid detection range by flying below the summit level. If you're detected by the enemy, you'll be fired upon within seconds. When that happens, make sure to drop your altitude and fly through the valleys to avoid getting hit by the massive weapon. When everything's clear, increase your altitude and destroy the radar station. Enlarge your mission map to view the radar's scanner's range. After destroying the first radar station, two auxiliary radar stations will appear as well. Take them out. You can lure the enemy fighters and deal with them outside radar range. Just don't fly too high as you won't have enough time to descend below 2000F should you get caught by the radar.



Named Plane: E-767 Timeline spawns near the location of the upper right radar facility. Said facility is one of the pair of TGTs that appear after you destroy the first radar.

You'll now need to deal with the Varcolac Squadron. It may be a bit challenging to deal with them using a multi-role fighter like the RAFALE, but thankfully their planes aren't that great either. Just try to get a good-angle, close-ranged missile shot. Each plane will disengage and leave after being hit twice.

- Wing Parts: Advanced A-Balancetab
- Emblems 009, 023, 046 and 075 acquired

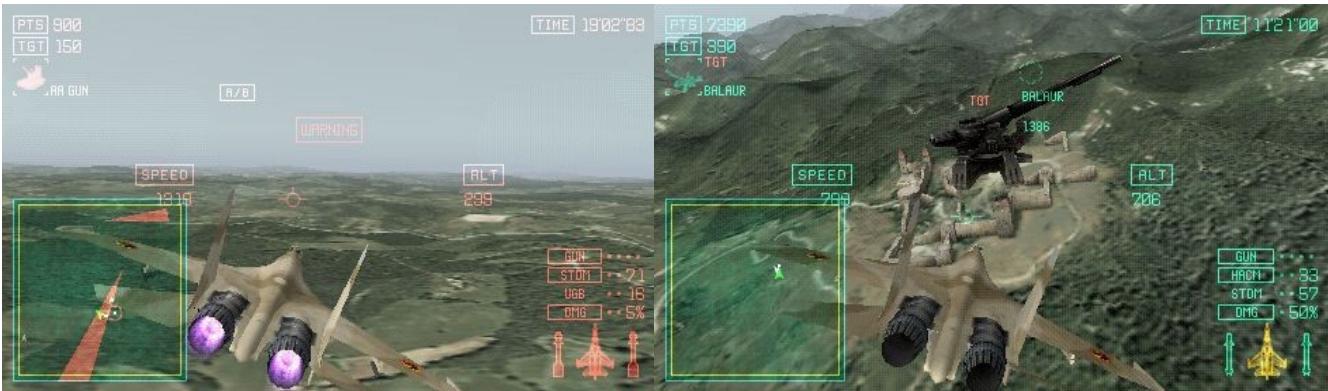
Mission 14: Dragon Lair

Apr 08/ 1600H/ Romania

Notes: Individual attack, Relay Mission, 2 Players, Anti-Ground, Base-capture

The Balaur will keep firing at you at regular intervals. You need to get out of its firing path to avoid getting severely damaged. If you're caught within its range, make sure to hit your afterburners and fly straight to the get out. Remember that as long as your warning alarms keeps blaring off and your hud is red, you're still in danger. Fly diagonally with A/Bs on to quickly escape the rail gun's firing range.

Named Plane: YF-23 Bloodstone appears on the lower left corner of the map as soon as you start the mission. It will fly near the edge of the map to the left and will continue north.



Keep destroying the marked targets and AA weapons you encounter along the way. After destroying the last target, three jammers will appear. Your missiles won't work as long as they're active so you'll need to use your machine guns to destroy them manually. This shouldn't be a problem since the radar dishes are large enough.

After getting rid of the last jammer, the main targets should be marked now. It will help to get rid of the SAM first then some AA guns while you're at it. A couple of enemy fighters will also appear to join the fray. Just deal with them quick since you'll have a hard time evading their attacks, the Balaur's shots as well as destroying your targets.

After taking out the Balaur's barrel, more targets will appear, including some RPG positions. Destroying them won't help that much since they'll just reappear after a few seconds. Concentrate firing on the Balaur and after a few missile hits, it should be destroyed, completing this mission.

- Armor Parts: CFRP Conversion
- Emblem 024, 076 acquired

Mission 15: Grand Flight

Apr 14/ 1600H/ Turkey Mountains

Notes: Single Mission, 4 Players, Transport, Target Escort

This is a special mission where you'll need to fly a 747 through a ravine filled with remnants of enemy forces. You can lower the volume if you don't want hear the ranting of an a**h*le. Fly through the ravine and just concentrate not to crash. After passing through the bridge, you'll need to decide if you want to take the shorter route but with heavier resistance or the longer route with lesser resistance.



Taking the long route pits you against mines that blow up when touched. Try to stir clear of the mine controls as you fly through the ravine. The shortcut on the other hand is full of enemy units. If you get a warning, just dive and fly and it should go away.

In any case, after clearing the ravine, you'll be in the open field. More enemies will appear and will surely put your skills to the test. If you get missile warnings, make sure to bank deep and hard to evade them. Fly through the enemy defenses until you reach the destination. Before the mission ends, you'll still need to land the plane. Just follow the guide/ marker slowly descend while decreasing speed. Once you touched down the ground, hit the brakes to fully stop the aircraft.

Named Plane: F-117 Nighthawk spawns when you emerge from the valley (or ravine). Can only be shot down in multiplayer by a pal, who in turn serves as your armed escort.

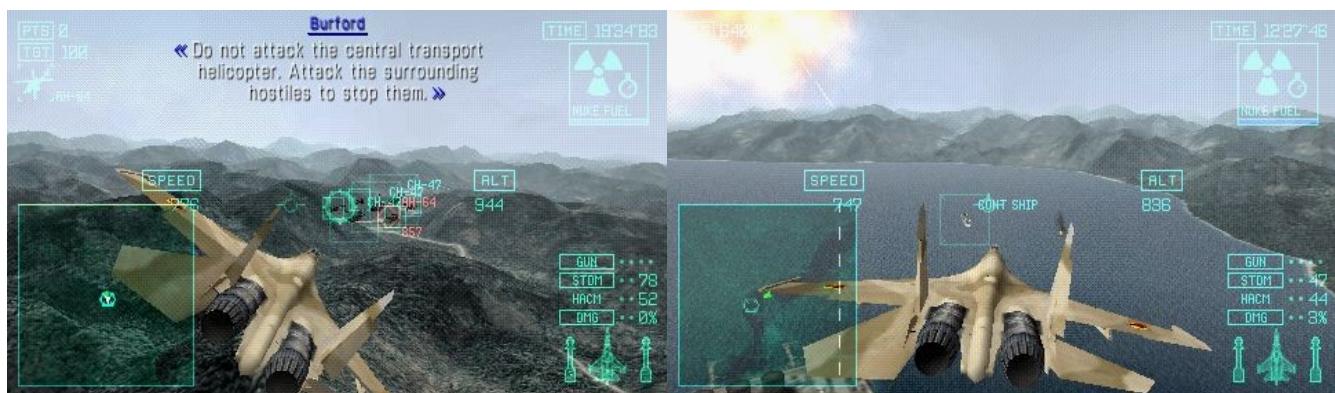
- Reward from supporter: 15000
- F-117A added
- Emblem 008 and 077 unlocked

Mission 16: Blockade

Apr 30/ 1400H/ Turkey Channel

Notes: Single Mission, 4 Players, Anti-Air, Anti-Ship

DO NOT attack the transport helicopters; just attack the escorts. The escorts won't have any large square markers in your hud and they're all AH-64 Apaches so they're easily recognizable. More enemy choppers will appear as you move towards your destination. Upon reaching the city, surface AA emplacements will appear. Take them out as well as a couple of enemy fighters.



After the fuel gets loaded in the container ship, keep a close watch on it. Like before, do not attack it. Wait until you can target the cruiser then shoot it. Enemy fighters will appear after destroying the cruisers and you need to keep destroying the cruisers to stall the container ship. The last ship that you need to stall is an Aegis cruiser, a more dangerous ship that has two SAMs and can track you at a greater distance. Make sure to do a hit and run attack and destroy the SAMs first since they fire two missiles each.

Named Plane: Typhoon Element spawns with a group of other planes after the Chinooks arrive at the port to unload their cargo into the container ship.

- Armor part: NERA armor
- Engine Part: RAMJet Engine (hard, 2nd playthrough)
- Emblem 025, 078 acquired

Mission 17: Sanctify

May 06/ 1500H/ Central Asia

Notes: Single mission, 4 players, Anti-Air, Base Capture

For the first phase, you need to take out the enemy ace squadron itself. You need to take out the leader first then take out the other members. Destroy Sulejmani first; he can only be attacked after he's done talking, so you're gonna have to wait. The remaining members become destructible after their captain goes down. Splash them and be on your merry way. Do take out the pair of Gripen Cs to the west for extra points as well.



Here we are... a tunnel (or a silo according to Burford). It's nothing like the one in AC5 though so this will be quick. Wreck the first switch to open the gate. The next switch is at the ceiling to the right after exiting the second silo. After destroying that, carefully steer your plane into the east tunnel.

There's no turning back if you fly into the wrong entrance; be careful. Destroy the next series of switches until you reach the missile facility. Shoot the pair of TGTs there to complete the mission. Also, you only have 5 minutes to spend in the silos before the nuke launches. You know what comes next if that happens, so don't take too long.

- Reward from Supporter: 20000
- Mig-1.44 added
- Emblem 006 and 079 added

Mission 18: Alarm Clock

Jun 10/ 0600H/ Midway Island

Notes: Single mission, 4 players, Anti-Air, Target Escort

Take out the first wave of Mig-29 fighters that are attacking Canopus. After clearing them, another large aerial fortress will appear. Make sure to take out the weapons bay first since they'll deal massive damage to your vulnerable AWACS on the runway. More enemy fighters will appear but as long as you have an agile fighter (like the newly unlocked MiG-1.44), you can easily dispose of them. Finally after getting rid of the enemy weapon bay twice, you'll need to take out its engines to destroy it.

For the second phase, you'll need to provide close-air support to the incoming supply ships. Rendezvous with them and another large aerial battleship will appear. Take out its weapon bays first then destroy its AA defenses. Stick close to it and destroy new targets that will appear on its body. While doing this, you should have noticed another of those massive airships hovering ahead. Quickly fly towards there and do the same thing. These two will alternately make their rounds around Canopus so you need to destroy their AA defenses quickly and efficiently.



This is the most annoying part as the two will coordinate their attacks and movements. They will pull crazy evasive maneuvers that you will least expect on a plane its size, not to mention that the AA guns mountain underneath them will surely chew away your plane's armor. You'll need to rely both on your missiles and guns. As much as possible, take out the AA guns/ SAMs first then keep switching between your SP weapon and standard missiles to destroy the marked targets. After taking out one of the two flying fortresses, the remaining one will be more agile and annoying. You'll need to maintain your speed and keep an eye out for bullets and missiles while you take out the engines.

Named Plane: C-17 Express appears to the north after the first aerial fortress spawns to attack Canopus.

- A6M5 Zero added to hangar (normal, 2nd playthrough).
- Emblems 026, 046, 080.
- Engine Part: Light Engine (hard, 2nd playthrough).

Mission 19: Desert Gust

Jun 20/ 1000H/ Southern Nevada

Notes: Relay Mission, Individual Attack, 2 Players, Anti-Ground, Anti-Air

Approach the first set of targets and assist the first allied squad by destroying the bomber squadron. Spiridus will be providing support fire so avoid staying between 200 to 1000ft to avoid getting damaged. After helping out the first team, proceed to the next and destroy ground targets as well as enemy aircraft that will appear. Take note that even if you're already above 1000ft, as long as your HUD is red and your missile alarm is blaring off, keep climbing until it disappears. While assisting the third squadron, a lone ace will appear in the northwest portion of the map, near the airport. Before destroying the last target, shoot him down if you want.



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JOINT ASSAULT**

Named Unit: F-15S/MTD Kelpie appears to the northwest of the map after destroying about 95% of all TGTs in Phase 1.

After destroying the three forces, new targets will appear in the airport. Having the UGB (Unguided Bomb) is really effective here since the targets are clumped together. Also, you can shoot down the fighters while they're taking off the runway. After clearing the airport, more enemies will appear. Dispose them to complete the mission.

- *F-15E added*
- *YF-23A added (hard, 2nd playthrough)*
- *Armor part: Composite Armor (hard, 2nd playthrough)*
- *Avionics parts: Salamander*
- *Emblem 049, 081 acquired*

Mission 20 Ghost Hunt

Jun 20/ 1300H/ Lake Tahoe

Notes: Relay Mission, Individual Attack, 2 Players, Anti-air

As you fly straight, you'll eventually find Spiridus. It's now equipped with new weapons and will release a volley of missiles towards you as you approach it. Two Hi-TASMs will be marked as targets however, it is guarded by an electromagnetic shield that protects it from attacks. Wait for a few seconds and it will deploy its AA defenses. Take them out then take out the FCU that will be marked behind it.

Dog Bear then fires a missile from Nevada. This will expose the Hi-TASMs so make sure to destroy them quickly. A few moments later, the Spiridus will deploy its second set of Hi-TASMs and will be marked as targets. You need to destroy the FCU that will appear only for a few seconds or you'll need to wait for it to reappear again. What's more is that a squadron of SU-37s will be coming in as well so you'll need to work hard taking them down and/or the marked targets in the Spiridus as efficiently as you can. For the third time, Spiridus will deploy its next set of AA defenses and marked targets. Get rid of them to get to the second part of the mission.



You need to destroy its engines to take it down. The problem is that it will deploy electromagnetic projectiles that will disrupt your missiles and will damage you as well. The best way is to get close, stay below the projectiles' level and use your guns. After destroying the engines, Spiridus will now deploy its electrolaser cannon. There will be enemy fighters and an ace that will join the fray as well. Take note that another annoying stealth fighter, the S-32 will attack you as well, as it disappears from your radar from time to time. It will be a good idea to take it down first at a distance before concentrating your attack on Spiridus. To take out the laser, stay below its level while it's targeting and wait for it to fire then immediately approach to attack it. After destroying the laser, it will be deployed again but it won't be as sturdy as before. Just fire two more missiles to destroy it then wait for the allied missiles to hit it to land the finishing blow.

Named Plane: SU-47 Lily can be seen flying in from the west at the beginning of the second phase.

Mogg 13-42 Note: During one of my playthroughs, the Spiridus retreated after I wrecked all of its engines. I got a "Mission Accomplished" message then. Again, I don't know how that happened.

- F-22 added
- Engine Part: Rocket Motor Engine
- Emblem 082 unlocked
- S-32 added (hard, 2nd playthrough)
- Engine Part: C-Cycle Engine (hard, 2nd playthrough)

Mission 21A: Reprisal (Solo)

Jun 22/ 1800H/ San Francisco

Notes: Single Mission, 4 players, Anti-ground, Anti-Air

For this mission, you'll need the best plane you can get and the best AA weapons you can carry. In my case, I've used a tuned-up F-15 and SAAMs. The Typhoon should also work well enough, with QAAAMs as secondary weapon. If you're still having problems completing the mission especially for the second phase, you may want to do free missions or sell old planes to afford the F-22.

Destroy the trio of Mig-29s first, starting from left, then right and then center. With those gone, turn your attention to the aegis destroyer, focusing on the pair of SAMs. You have to eliminate these as soon as possible; they can be really annoying if left alone. The destroyer isn't a threat once its weaponry has been stripped, so leave it for later and go after the first B-2. It takes 4 missiles to shoot these bombers down.

Your next targets should be the ships coming in from the west towards San Francisco bridge. Finish off the destroyer you left behind earlier then move on to the cruisers. The second B-2 will be around this area as well. Shoot it down when you see it.



An enemy reinforcement of 3 Mig-29s, a named plane (F-35 Vulcan) and another B-2 comes in after you eliminate the second bomber. Clear these guys out along with the final B-2, before going back to deal with the remaining ships. There's another destroyer included in the group so watch out. If you manage to do all this fast enough then the city should remain pretty much undamaged.

Named Plane: F-35 Vulcan spawns with 3 Mig-29s after you destroy the second B-2.

For this battle, you'll need to defeat the old Varcolac squadron and their souped-up fighters. This is an entirely fierce air-to-air battle so you'll need to push yourself and your plane to the limit to take them out. Save Sulejmani for last as his plane can intercept missiles before it makes contact. If you managed to save those QAAMs, try to get a good angle from a close enough range before firing to ensure that missiles actually hit. It takes 3 missiles to destroy each plane. Hit them with a QAAM then finish them off with a regular missile or guns. They like to fly in real close to you so gunning them down isn't that much of a problem. Missile alerts are a constant issue here; try to be in the clear while hounding a target as much as possible.

Once Sulejmani is left alone, he starts a long rant about how much his past sucked, then the one-on-one dogfight begins. You can't damage him while he's talking so let him finish. Sulejmani's plane has a machine gun mounted on its rear, which destroys all missiles fired from behind. If you plan on using missiles, the best way to score hits is through head-on shots (Solo-Wing Pixy, anyone?). But getting the angle right is somewhat risky and time-consuming so guns is still the way to go.



Hit the A/B to close your distance to about 2000 meters then release and wait for Sulejmani to get within gun range. Fire your guns when he does and follow him the rest of the way. If done right, you should end up at about 450-500 meters directly behind him when he rights his plane. Take this chance to go trigger happy until his aircraft goes red.

At this point, the rear guns on his plane will be lost, but he also gains an impossibly good ability to dodge missiles. Continue spamming him with guns, but be warned that he fires missiles more aggressively now. Be careful not to get in the way of one whenever you make a turn to locate Sulejmani.

When he starts laughing and says "I'm having too much fun!", that means you're close to actually killing him. Keep up with the gun assault to soften him further until he rants about "his parents, his honor, his pride, and his glory". Sulejmani should have a real tiny chunk of health left by this time, and missile alerts become real frequent. You can either continue using guns or spam missiles repeatedly while he's flying on a straight path some distance away from you, and hope that he fails to dodge some of them. Moving on to the final phase of this mission.

After destroying the Valcorac squadron, don't relax just yet; there is still one final objective. You just need to fly in and destroy the last remaining targets. Though you're supposed to fly through the building, simply destroying the main target will trigger the cutscene and complete the mission.

- A-10 added
- Varcolac added to hangar (achieve "S" rank in ace mode)
- Emblem 005, 083 unlocked
- F-15S/MTD (second playthrough)
- Avionics Part: Ace's Amulet (second playthrough)

Mission 21B Reprisal (Multiplayer)

Jun 22/ 1800H/ San Francisco

Notes: Single Mission, 4 players, Anti-ground, Anti-Air

This is essentially the same as 21A, with additional tanks and SAMs deployed at the center at eastern sections of the city in Phase 1. Plus, you also get a different named unit.

Named Unit: Hovercraft Garnet appears on the water near where the center tank formation used to be, once you've destroyed about 95% of all TGTs.

- A-10 added
- Varcolac added to hangar (achieve "S" rank in ace mode)
- Emblem 005, 083 unlocked
- F-15S/MTD (second playthrough)
- Avionics Part: Ace's Amulet (second playthrough)

GAME LIST

Medals

- Single Player Medals

< Wolf Hunter >

Destroy 50 or more Varcolac Squadron aircraft.

< Ghost Hunter >

Destroy the Spiridus and its clones for a total of 20x or more.

< Legendary Wings >

Clear 20 or more missions with the Varcolac aircraft.

< Guardian of Tokyo >

Achieve S rank in mission 5A on ace difficulty.

< Guardian of London >

Clear Phase 1 of Mission 12 with London's "HP" still blue.

< Guardian of San Francisco >

Clear Phase 1 of Mission 21 with San Francisco's "HP" still blue.

< Swift Hunter >

Complete campaign mode with the least number of missions.

M1, M2, M3/4, M5A/B, M6, M7/8, M11, M12A, M13/14, M15, M16, M17, M18, M20, M21A (15 Missions total)

< Conqueror >

Complete campaign mode with the most number of missions.

M1, M2, M3/4, M5A/B, M6, M7/8, M9/10, M11, M12A, M13, M14, M15, M16, M17, M18, M19, M20, M21A (18 Missions total)

< Bronze Ace >

Destroy a total of 200 enemy aircraft.

< Silver Ace >

Destroy a total of 500 enemy aircraft.

< Gold Ace >

Destroy a total of 1000 enemy aircraft.

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< Marksman >
Destroy 05 enemy aircraft with machine guns

< Sharpshooter >
Destroy 15 enemy aircraft with machine guns

< Expert Marksman >
Destroy 50 enemy aircraft with machine guns.

< Bronze Medal of Excellence >
Achieve "S" rank in all missions on normal difficulty.

< Silver Medal of Excellence >
Achieve "S" rank in all missions on hard difficulty.

< Gold Medal of Excellence >
Achieve "S" rank in all missions on ace difficulty.

Multiplayer Medals

< Bronze Star of Victory >
Win 10 games in versus mode.

< Absolute Justice >
Complete all missions in campaign mode through multiplayer.

< Iron Wings >
Collect 30 or more military IDs.

< Pathfinder of the Skies >
Host a total of 50 or more ad-hoc mode games.

< Bronze Raptor >
Complete all joint assault missions.

< Silver Raptor >
Achieve "S" rank in all joint assault missions.

< Gold Raptor >
Achieve "S" rank in all joint assault missions on ace difficulty.

< Bronze Flight >
Complete 10 missions in multiplayer.

< Silver Flight >
Complete 25 missions in multiplayer.

< Gold Flight >
Complete 50 missions in multiplayer.

< Bronze Slayer >
Destroy 20 or more aircraft in versus mode.

< Silver Slayer >
Destroy 50 or more aircraft in versus mode.

< Gold Slayer >
Destroy 100 or more aircraft in versus mode.

Aircraft List

Under Construction

CREDITS

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5. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)